

Scene Description

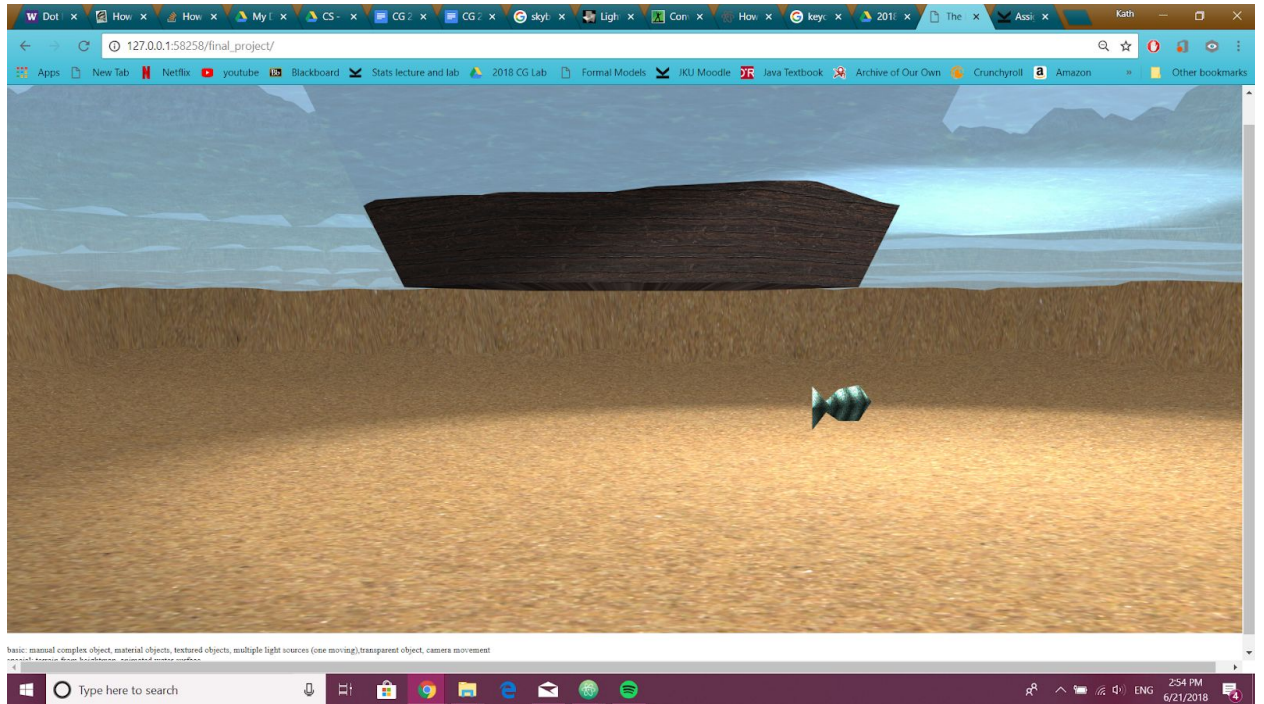
The scene starts with a fish swimming in a circle.



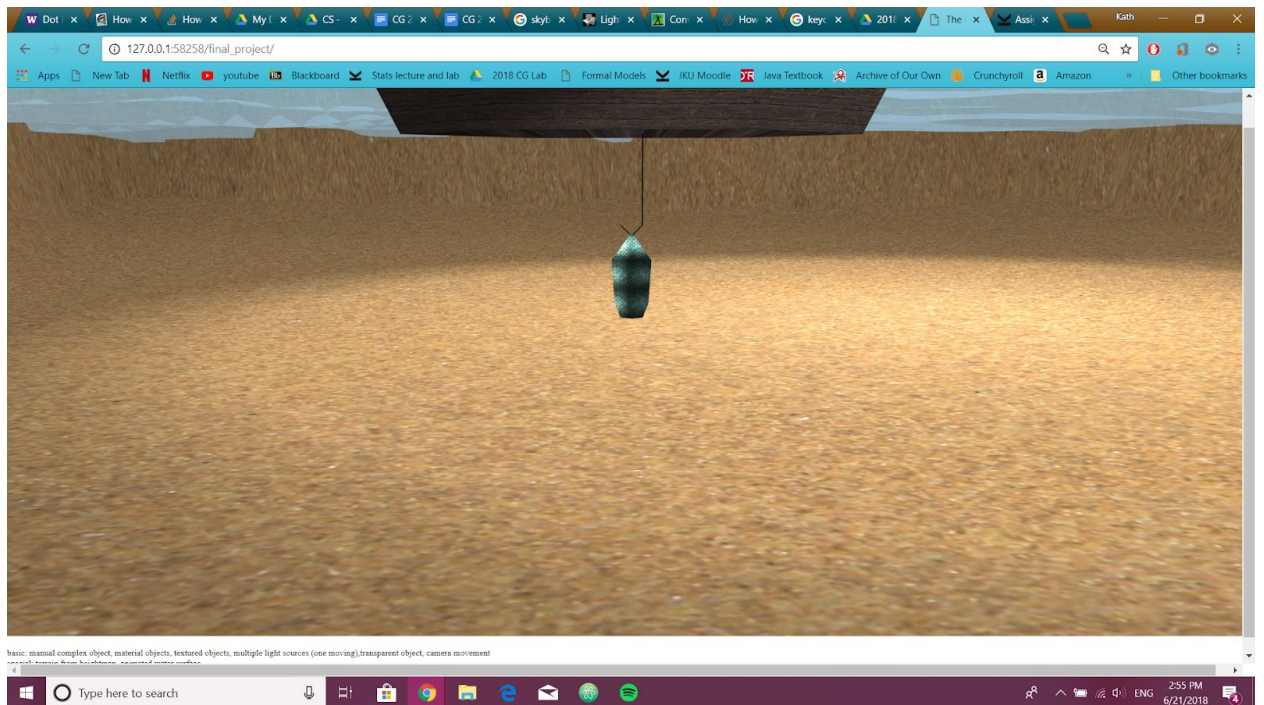
We then see a boat moving toward the fish.



Once the boat is above the fish, it stops.



A hook lowers into the water and the fish attaches to it. The hook brings the fish up from the water.



The scene ends and boat remains floating in its final position.



Entering Manual Camera Mode

- 30 second animation will automatically start once the page is loaded
 - Automatic camera motion is used
 - User interaction (i.e. manual camera movement) is not possible unless the user presses 'c' on their keyboard
- Once 30 seconds have passed, manual camera movement will be enabled and the user can explore the world manually
 - When flying near a trigger point, objects will regenerate back to their starting point and the animation (of that specific object) will start over
- If the user presses 'c' at any time during the 30 second animation, manual camera movement is enabled
 - All objects revert to their starting positions and will not move unless the camera is manually moved near a trigger point
 - The 30 second animation will not pause (though it will not be visible)
 - If the user leaves manual camera mode (by pressing 'c' again), the 30 second animation may be in a different scene or ended completely.

Using Manual Camera Mode

- To move the camera position up, down, left, or right (without changing the direction of the gaze)
 - UP: Press the Up arrow or 'w'
 - DOWN: Press the Down arrow or 's'
 - LEFT: Press the Left arrow or 'a'
 - RIGHT: Press the Right arrow or 'd'

- To move the gaze of the camera up, down, left, or right (without changing the position of the camera)
 - Click the canvas (so that the pointer no longer appears on screen)
 - Click and Drag the mouse away from the direction you wish to see
 - I.e. to move the gaze right, drag the mouse from right to left
 - Click the canvas again to exit this mode (to be able to use your pointer normally)
- To move the camera forward and backward (without changing the direction of the gaze)
 - Scroll the mouse toward the direction you wish to go
 - I.e to move forward, move mouse wheel down or start at top of trackpad and move down

Triggering Object Movement

- If the 30 second animation has completed, the object will revert to its initial starting point and repeat its animation when the camera approaches the trigger point
- Animations can only be triggered once
- Boat: Move the camera near the initial position of the boat to trigger the boat animation
- Fish: Move the camera near the initial position of the fish to trigger the fish animation
- Hook: Move the camera near the origin (near the end position of the boat) to trigger the hook animation
 - The boat animation must be enabled first.